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WHAT IS CLAIMED IS:

1. A story branching control method for a video game whose content of the story is branched in accordance with a player's instruction, comprising the steps of:

providing a branching point on a way of a flow of the story;

receiving a search instructing input;

searching for the branching point for a predetermined period of time from the search instructing input;

comparing the branching point with the point of the search instructing input; and

determining a branch destination in accordance with the result of the comparing.

- 2. The story branching control method according to claim
- 1, further comprising the step of:

setting a predetermined variant value for use in a determination of the branch destination in accordance with the result of the comparing.

- 3. The story branching control method according to claim
- 2, further comprising the steps of:

counting the number of the comparing; and

setting a value of the counting as the predetermined variant value.

- 4. The story branching control method according to claim
- 2, further comprising the step of:

determining the branch destination in accordance with the predetermined variant value.

- 5. The story branching control method according to claim
- 4, further comprising the step of:

determining the branch destination in accordance with the variant value set by an initial value of a predetermined variant or by the result of the comparing, when the branching point to have been reached is detected by the flow of story within a period excluding the predetermined period of time.

- 6. The story branching control method according to claim
- 1, further comprising the step of:

setting a predetermined flag in accordance with the result of the comparing.

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- 7. The story branching control method according to claim
- 6, further comprising the step of:

determining the branch destination in accordance with the predetermined flag.

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8. The story branching control method according to claim

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1, further comprising the step of:

generating a predetermined search notification signal for notifying the search being made, simply within the predetermined period of time from the search instructing input.

- 9. The story branching control method according to claim
- 1, further comprising the step of:

generating, when the branching point to have been passed is detected by the flow of information within a period excluding the predetermined period of time, a predetermined pass notification signal for notifying the branching point to have been passed.

15 10. The story branching control method according to claim 9, further comprising the step of:

generating the predetermined pass notification signal, simply when the branching point to have been passed is a predetermined one of whole branching points set on the way of the flow of story.

- 11. A story branching control method for a video game whose content of the story is branched in accordance with a player's instruction, comprising the steps of:
- providing a branching point in a flow of story; and determining a branch destination in accordance with

a predetermined variant value, when having reached the branching point by the flow of story.

12. A notification signal generating method for a video game whose content of the story is branched in accordance with a player's instruction, comprising the steps of:

providing a branching point in a flow of story; and generating, when having passed the branching point by the flow of story, a predetermined pass notification signal notifying the branching point to have been passed.

13. The notification signal generating method according to claim 12, further comprising the step of:

generating the predetermined pass notification signal, simply when the branching point to have been passed is a predetermined one of whole branching points set on a way of the flow of story.

14. A program executing apparatus for executing
20 processing program whose content of the story is branched
in accordance with a player's instruction, comprising:

search instructing input detecting means for detecting an input of an search instructing input by a user;

searching means for searching for a branching point

provided on a way of a flow of story, for a predetermined

period of time from the search instructing input;

comparing means for comparing the branching point with the point of the search instructing input; and

branch destination determining means for determining a branch destination in accordance with the result of the comparing.

15. A recording medium having recorded therein a processing program whose content of the story is branched in accordance with a player's instruction, the video program comprising and making a computer execute the steps of:

detecting an input of an search instructing input by a user;

searching for a branching point provided on a way of a flow of story, for a predetermined period of time from the search instructing input;

comparing the branching point with the point of the search instructing input; and

determining a branch destination in accordance with the result of the comparing.

- 16. A processing program whose content of the story is branched in accordance with a player's instruction, comprising and making a computer execute the steps of:
- detecting an input of a search instructing input by a user;

searching for a branching point provided on a way of a flow of story, for a predetermined period of time from the search instructing input;

comparing the branching point with the point of the search instructing input; and

determining a branch destination in accordance with the result of the comparing.